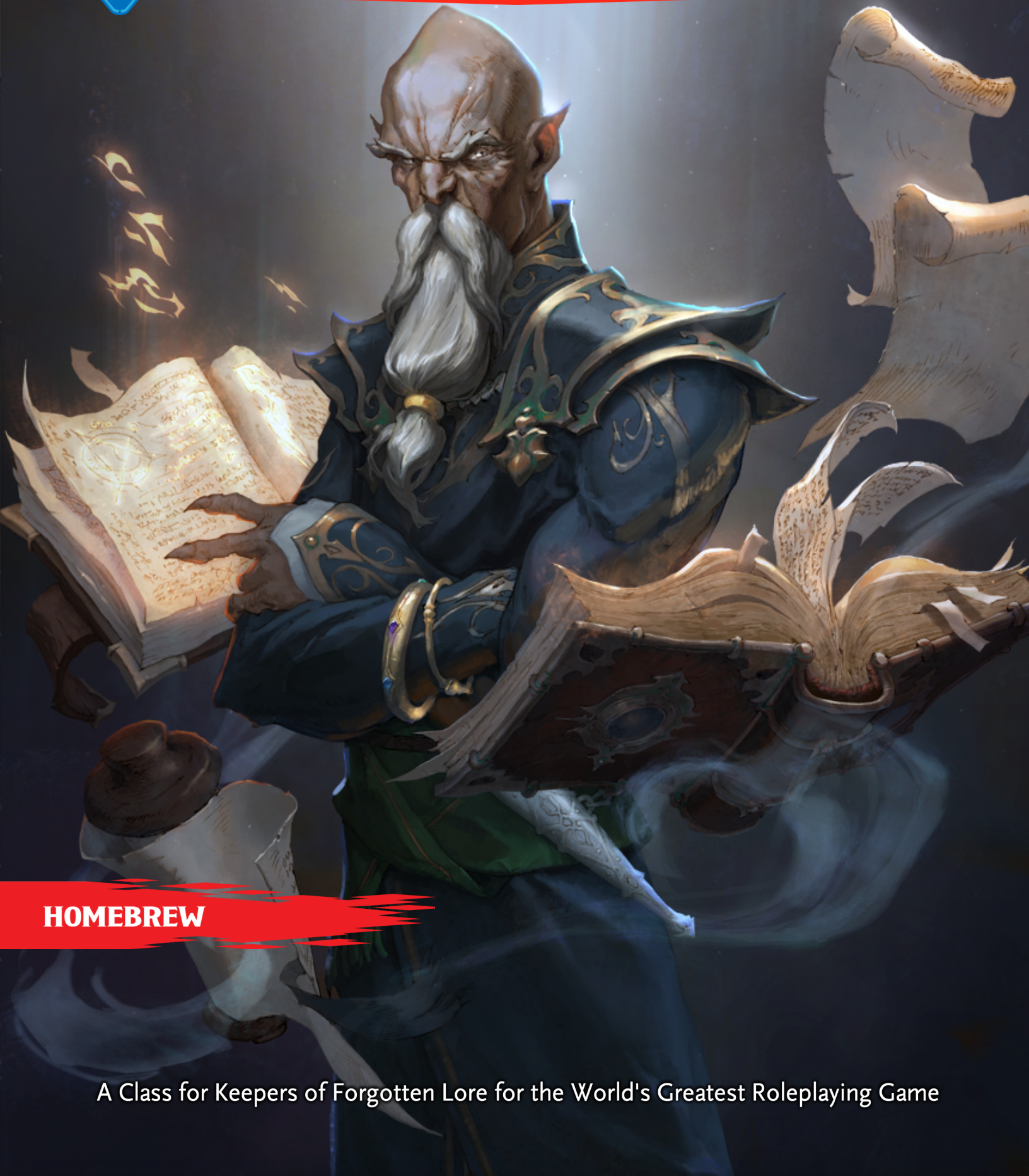




THE ARCHIVIST



HOME BREW

A Class for Keepers of Forgotten Lore for the World's Greatest Roleplaying Game

ARCHIVIST

The gnome stares at the huge demon while going through his notes, he anxiously reviews them trying to figure out a weakness suddenly in a flash of genius the savvy scholar recalls a textbook diagram detailing weaknesses in the demon's armor behind its knees. Quickly, he relays this information to his teammates

informing them of the vulnerability and allowing them to strike a crippling blow.

Holding herself from the ceiling with a rope tied around her waist, the elf studies the walls of the ancient temple. She frowns for a moment, then mutters a quiet incantation, causing glowing words to appear on the stone surface. Reaching for the worn, leather-bound book on her belt, the elf smiles and begins transcribing her discovery.

Hiding in the shadows, a human man summons an arcane eye to spy upon the enemy encampments, taking notes for the coming battle. He studies their arms and armor to gather enough information on their possible strategy, he then notices that their armor will crack easily with extreme cold. A small grin comes to his face, he has read a spell that will surely help with this battle.

What is information if it is never used? While librarians dedicate their lives to organize, read old books and having information handy, an archivist has a different mindset, they dedicate their lives to obtaining purposely hidden knowledge and applying it. Transcribing ages old tomes hidden inside long forgotten libraries might not seem as a flashy job, but these men and women go beyond that by going to the most dangerous reaches of the world looking up for the long forgotten treasure or book that will show the path to their hearts desire.

KNOWLEDGE IS POWER

Archivists usually start their lives at temples or castles transcribing information obtained from different places so that it is available for further study, the access to such information has given them a talent to connect it in ways none had thought of before. They can remember footnotes of books detailing a way to defeat a monster or even a spell that others long ago forgot, these men and women are able to prove that knowledge is the most important weapon in combat.

While sorcerers have their innate casting ability and wizards learn their ability to cast spells via school lessons, this young men and women have discovered that leaving information written down in pages is not the most optimal way of saving important stuff. They instead have decided to themselves become the pages by keeping all the information in their minds.

SEEKERS OF INFORMATION

Most people interested in research spend their youth inside libraries or colleges looking for information in old tomes, but Archivist's main difference is that they hunger to seek out first hand the scriptures of some ancient civilization. These studious people do not seek out power, they seek out knowledge that transcends time and space, they seek out to uncover what lies hidden beneath the surface.

This seeking of knowledge could present them as archaeologists or even curios people with a thirst for knowledge.

CREATING AN ARCHIVIST

Archivist might seem like cloistered people but they are not, they strive to find the knowledge amongst ruins of long lost libraries. Where did you learn most of your lost knowledge? What long forgotten treasure are you seeking? Why do you seek such information? How far are you willing to go to find what you long for?



THE ARCHIVIST

Level Proficiency Bonus Features			Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Researcher	3	2	2	—	—	—	—	—	—	—	—
2nd	+2	Esoteric Applications	3	3	3	—	—	—	—	—	—	—	—
3rd	+2	Scholarly Specialization	3	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	5	4	3	—	—	—	—	—	—	—
5th	+3	Source of Knowledge	4	6	4	3	2	—	—	—	—	—	—
6th	+3	Advanced Research	4	7	4	3	3	—	—	—	—	—	—
7th	+3	—	4	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	9	4	3	3	2	—	—	—	—	—
9th	+4	Scholarly Specialization Feature	4	10	4	3	3	3	1	—	—	—	—
10th	+4	Advanced Applications	5	11	4	3	3	3	2	—	—	—	—
11th	+4	—	5	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	12	4	3	3	3	2	1	—	—	—
13th	+5	—	5	13	4	3	3	3	2	1	1	—	—
14th	+5	Scholarly Specialization Feature	5	13	4	3	3	3	2	1	1	—	—
15th	+5	—	5	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	14	4	3	3	3	2	2	1	1	—
17th	+6	—	5	15	4	3	3	3	2	2	1	1	1
18th	+6	Scholarly Specialization Feature	5	15	4	3	3	3	3	2	2	1	1
19th	+6	Ability Score Improvement	5	15	4	3	3	3	3	2	2	1	1
20th	+6	Esoteric Master	5	15	4	3	3	3	3	2	2	1	1

Perhaps you found some lost scripture during your youth that sent you down a path of research or maybe, you stumbled across an old tome and spent years learning to decipher its strange writings. Whatever your reason, consider how your background influences your current studies, as well as how it provides motivation for your future pursuits.

QUICK BUILD

You can make an Archivist quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity. Second, choose the sage background.

HIT POINTS

Hit Dice: 1d6 per archivist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per archivist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, rapiers, scimitars, shortwords, whips

Tools: Calligrapher's supplies

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a light crossbow or (b) a whip
- (a) a component pouch or (b) calligrapher's supplies
- (a) a scholar's pack or (b) an explorer's pack
- Leather armor

SPELLCASTING

As a student of magic and esoteric knowledge, you have spent your time training and learning spells from long forgotten places. Although your study of magic is similar to that of a traditional wizard, you forgo some of their spellcasting prowess to gather long forgotten knowledge. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Archivist spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Archivist table.

When you gain a level in this class, you can replace one of the Archivist cantrips you know with another cantrip from the Archivists spell list.

SPELL SLOTS

The Archivist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Archivist spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a Archivist spell you cast and when making an attack roll with one.

RITUAL CASTING

You can cast a Archivist spell as a ritual if that spell has the ritual tag and you have it as part of your known spells.

SPELLCASTING FOCUS

You can use your Calligrapher's Supplies (PHB, chapter 5) as a spellcasting focus for your Archivist spells.

Spell save DC = 8 + your proficiency bonus + Intelligence modifier.

Spell attack modifier = your proficiency bonus + your Intelligence modifier

REPLACING KNOWN SPELLS

Archivist can decide that they can replace their known spells by spending 2 hours and 50 gp. for each level of the spell they wish to learn, the previous spell is forgotten by them and are not able to cast it in anyway possible.

The cost represents material components you expend as you experiment with the spell to master it, but in addition to this they must have a scroll, spellbook or any other written way of studying the spell.

WRITTING DOWN SPELLS

Any Archivist can have their spells known written down in any scroll by spending 1 hour and costs 25 gp. per level of the spell they are writing down. In addition to this they must succeed an Intelligence (Arcana) skill check against a DC 10 + the spells level to write down the spell without any error.

ARCHIVIST AND THEIR SPELLS

Archivist learn their spells not from formal studies or colleges, they learned their spellcasting abilities form reading books, studying tomes of ancient spellcasters or even exploring ancient crypts with hidden secrets.

As such, Archivist can have spells learned as part of their reading materials and every day they must spend part of their day reading up on they spellcasting.

RESEARCHER

At 1st level, you are an avid researcher and have learned how to understand lost languages. You know the *comprehend languages* spell and can cast it using one of your spell slots, or as a ritual. It does not count as part of your known spells, and Intelligence is your spellcasting ability for it.

Additionally, whenever you make an Intelligence (Investigation) check to look up information in books, you are considered proficient in the Investigation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ESOTERIC APPLICATIONS

When reaching 2nd level, you manage to figure out how to apply your arcane magic to protect and enhance your allies talents.

Whenever an ally within 30 feet of you makes an ability check, attack, or spell attack roll, you can use your reaction to grant advantage to it. You can use this ability a number of times equal to your proficiency bonus per long rest and only once per turn.

SCHOLARLY SPECIALIZATION

Your studies have expanded to specialize in a specific area of known studies.

At 3rd level, you choose a scholarly specialization, which form the foundation of your advance studies. These specializations are: Ambassador, Arcanist, Herbalist, or War Marshal, each of which are detailed bellow.

Your choice grants you features at 3rd level and again at 9th, 14th level, and 18th.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SOURCE OF KNOWLEDGE

Beginning at 5th level, you regain all of your expended uses of Esoteric Applications when you finish a short or long rest.

ADVANCED RESEARCH

Upon reaching 6th level, you can research monsters and spells by channeling your arcane magic to remember details about them. Whenever you face aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead, as action you can expend one use of your Esoteric Applications to make an Intelligence (Investigation) check against a DC of 10 + Challenge Rating of the monster to know two things about the monster from among: Resistances, Vulnerabilities, Immunities, Abilities, HP, AC, or Actions.

ADVANCED APPLICATIONS

At 10th level, your studies into the arcane arts have advanced allowing you to hamper your foes attacks with your magical abilities.

Whenever an enemy within 30 feet of you makes an ability check, attack, or spell attack roll, you can use your reaction to grant disadvantage to it. To use this ability you have to expend a use of your Esoteric Applications.

ESOTERIC MASTER

At 20th level, your dominion magic has allowed you to channel your magic through your allies granting them what ever they were needing to succeed. When any ally within 30 feet of you makes an ability check, attack roll, or saving throw, once per long rest you can use two uses of your Esoteric Applications to treat the result of the die roll as if it had been a 20.

MULTICLASSING AND THE ARCHIVIST

If you use the optional multiclassing rule in the *Player's Handbook*, here's what you need to know if you choose Archivist as one of your classes.

Ability Score Minimum. As a multiclass character you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you already are a Archivist.

Proficiencies Gained. If Archivist is not your initial class, you only gain proficiency with Light Armor, Calligrapher's Supplies, and one weapon among Hand Crossbows, Rapiers, Scimitars, Shortswords, or Whips.



Archivist by Drunken Yoda



SCHOLARLY SPECIALIZATIONS

Archivist live to learn new things and while they gather knowledge from many parts of the world, how they go about acquiring that knowledge, however, is another matter entirely. For some archivists, the pursuit itself is their very existence and thus embrace that never-ending hunger for knowledge. For others, the pursuit is a means to protecting their allies or to fight alongside them. But, whatever be the reason behind their thirst one thing is certain, they will put themselves on the line to achieve what ever they seek.

AMBASSADOR

Some Archivist work for powerful kings and queens, taking notes for them and keep them in perpetuity, others are advisors to them and so they have all learned the art of diplomacy. These men and women have become so talented at resolving conflict that they are often sent by these powerful men to solve them without any bloodshed.

AMBASSADOR

Archivist Level Feature

3rd	Bonus Proficiencies, Silver Tongued
9th	Erudite Application: Fearless Leadership
14th	Call To Protect
18th	Commanding Voice

BONUS PROFICIENCIES

At 3rd Level, any student of diplomacy has learned the basic of diplomacy, you gain proficiency with the Persuasion skill and land vehicles.

Additionally, you learn to speak, read, and write one language of your choice.

SILVER TONGUED

At 3rd Level, you have learned how to convince people to listen to you and be on your side for a moment. When you speak to a creature you share a language with, you can choose to have them make a Wisdom saving throw against you spell save DC. If the creature fails this saving throw, it is charmed by you for one hour or until you or one of your allies deals damage to it or casts a spell on it, whichever happens first.

You can choose to use this ability as an action and can't use it again until you finish a short or long rest.

ESOTERIC APPLICATION: FEARLESS LEADERSHIP

By 9th level, your have become a leader who can convince allies to keep on fighting bravely. As an action, you can expend use of Esoteric Applications to end a charmed or frightened effect on an ally within 30 feet of you that you share a language with.

CALL TO PROTECT

When you reach 14th level, you have learned how to convince someone that is charmed by you to defend you to the best of their ability while maintaining it's own survival instinct. For instance, while a commoner might run away from imminent danger, a soldier might stand it's ground and defend you.

COMMANDING VOICE

At 18th level, once per long rest you can cast the *command* spell without expending a spell slot. If you use this ability on any creature you have charmed, they automatically fail the saving throw and must follow your command.

In combat, the charmed creature has its own initiative count. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another one. That action can be one in its stat block or some other action. While charmed, the creature gains the following ability:

- When the charmed creature hits an attacking foe with a melee weapon attack, it can mark a foe until the end of its next turn. This effect ends early if the charmed creature is incapacitated, dies, if someone else marks the creature, or if it marks another creature. While the marked creature is within 5 feet of it, the marked creature has disadvantage on any attack roll that doesn't target the charmed creature.

ARCANIST

This is by far the most common specialization by Archivists since most people believe the secrets of the world can be unlocked with help of arcane knowledge, so this men and women dedicate their lives studying the ability to learn the arcane secrets of the world and learning a few of those spells this way.

ARCANIST

Archivist Level Feature

3rd	Spell Theory
9th	Erudite Application: Spell Recuperation
14th	Advanced Spell Theory
18th	Spell Specialization

SPELL THEORY

At 3rd level, as long as the Archivist is holding Calligrapher's Supplies, he is capable of casting any spell found in a scroll twice even if it is from another class. To do this, the Archivist must additionally succeed on an Intelligence (Arcana) check against a DC of 10 + the level of the spell and if he fails, the scroll is spent and turns to dust. If The spell is from another class, it cannot be learned by the archivist.

ESOTERIC APPLICATION: SPELL RECUPERATION

Upon reaching 9th level, a student of magic has learned a way to always have spells ready.

As an action, you can spend a use of your Esoteric Applications to switch out a spell you know of a level up to your proficiency bonus with one from the Archivist list of up to the spells level.

ADVANCED SPELL THEORY

Beginning at 14th level, your studies into other casting arts have grown exponentially, you have learned how to cast spells that are not of your own class and have had some idea of how they should be casted.

Choose two spells you have casted from any class, including this one. The spells you have chosen counts as an Archivist spells to you and as such they are added into your spells known. A spell you choose must be of a level you can cast, as shown on the Archivist table, or a cantrip.

SPELL SPECIALIZATION

At 18th level, you have achieved a level of specialization that allows you to cast certain spells at will. When you finish a long rest, you may choose a number of spells you know of 3rd level or lower with a combined level no higher than your Intelligence modifier. These spells are considered to be known for you and do not count against your number of spells known. You may cast each spell you designate once at their lowest level without using a spell slot. When you do so, you can't do so again until you finish a short or long rest.

In order to cast any of these spells at a higher level, you must expend a spell slot as normal. You may choose to change which spells you have selected when you finish a long rest.

HERBALIST

Most of these student are fascinated by the inner workings of the human body and have spent endless times analyzing them, their curiosity has allowed them to understand what the body needs to fend of different maladies and as such they are considered among the best physicians in the world.

While they gather information about many subjects, they are more interested in an specific one and they choose to specialize in it. This could be could be one of many, but the most popular lines of study are: Diplomacy, Magic, Medicine, or Warfare.

HERBALIST

Archivist Level Feature

3rd	Physician's Power
9th	Erudite Application: Restorative Agent
14th	Restorative Power
18th	Preventive Care

PHYSICIAN'S POWER

Starting at 3rd level, you know how to channel to use your casting ability to heal the wounds of those who are injured.

A number of times equal to your Intelligence modifier times per long rest, you can heal anyone within 30 feet a number of d6's equal to your proficiency bonus.

Finally, you gain proficiency with herbalism kit and can use it as an spellcasting focus in addition to your calligrapher's supplies.

ESOTERIC APPLICATION: RESTORATIVE AGENT

At 9th level, your studies into the human body have grown thanks to your research and as such you have learned ways to channel your powers into removing maladies of the human body.

As an action, you can now expend a use of Esoteric Applications to end a condition affecting an ally you can touch. The condition can be blinded, charmed, deafened, frightened, incapacitated, paralyzed, poisoned, stunned, or unconscious.

RESTORATIVE POWER

At 14th level, once per short or long rest, as an action you can apply one of the following benefits to a creature you touch:

- End a reduction to one of the target's ability scores.
- End an effect reducing the target's hit point maximum.
- Reduce the creature's exhaustion level by one.

PREVENTIVE CARE

At 18th level, you have reached a pinnacle of medicinal care and so can now apply preventive care to any ally. Once per long rest, you can spend 10 minutes practicing preventative medical care on a number of creatures up to your Intelligence modifier (including yourself).

Each treated creature gains temporary hit points equal to their Constitution score plus your Intelligence Score. While a creature has temporary hit points granted by this feature, they have resistance to nonmagical bludgeoning, piercing, poison, and slashing damage.

WAR MARSHAL

While most Archivists some find comfort studying in colleges or libraries, others find comfort not only researching about but being part of it. These men enjoy being part of the fray and so they have trained and learned how to direct combat to the best of their abilities.

WAR MARSHAL

Archivist Level Feature

3rd	Bonus Proficiencies, Strategic Combat
9th	Erudite Application: Signal the Attack
14th	Mark the Target
18th	Rallying Surge

BONUS PROFICIENCIES

At 3rd level, since students of warfare have trained themselves to be amongst the soldiers in the front lines of combat and so they gain proficiency in medium armor, shields, and martial weapons.

STRATEGIC COMBAT

When you reach 3rd level, you see combat like a battle map, you know where you need to be positions and where strikes will deal the most damage. Instead of Strength or Dexterity modifier for any attack or damage roll, you can instead use your Intelligence modifier.

Additionally, the Archivist can use any weapon he can hold in one hand as a spellcasting focus.

ESOTERIC APPLICATION: SIGNAL THE ATTACK

Upon reaching 9th level, Archivist have learned how to apply in combat what they have learned in many books and use mishap to attack an opponent.

As reaction to an enemy missing an ally with a melee attack, you can expend a use of your Esoteric Applications to allow that ally to use his reaction.



MARK THE TARGET

At 14th level, you have learned how detect enemies worthy of being signaled out and as such you can use some of your spellcasting power to help your allies take them out. Intelligence modifier times per long rest, you can mark a creature until the start of your next turn, whenever anyone attacks the marked creature he can deal an additional 2d8 psychic damage.

RALLYING SURGE

at 18th level, you can use an action on your turn to let out a rallying cry. Each friendly creature you choose up to a number equivalent to your Intelligence modifier within 60 feet that can hear you gains an additional action on its next turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can use this feature again when you finish a long rest.

ARCHIVIST SPELL LIST

CANTRIPS (0 LEVEL)

Booming Blade
Dancing Lights
Friends
Green-Flame Blade
Guidance
Light
Mage Hand
Magic Stone
Mending
Message
Mind Sliver
Minor Illusion
Prestidigitation
Produce Flame
Ray of Frost
Sacred Flame
Sword Burst
Thaumaturgy
Thunderclap
True Strike
Vicious Mockery
Word of Radiance

1ST LEVEL

Absorb Elements
Alarm
Bane
Bless
Burning Hands
Charm Person
Command
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Dissonant Whispers
Expeditious Retreat
Frost Fingers
Guiding Bolt
Hex
Healing Word
Identify
Illusory Script
Jump
Longstrider
Magic Missile
Protection from Evil and Good
Sanctuary
Shield
Shield of Faith
Sleep

Speak with Animals
Tasha's Hideous Laughter
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Aid
Animal Messenger
Arcane Lock
Augury
Barkskin
Blindness/Deafness
Crown of Madness
Darkvision
Detect Thoughts
Enhance Ability
Find Traps
Flaming Sphere
Gentle Repose
Hold Person
Invisibility
Lesser Restoration
Levitate
Locate Animals or Plants
Locate Object
Magic Mouth
Magic Weapon
Melf's Acid Arrow
Misty Step
Nystul's Magic Aura
Phantasmal Force
Shadow Blade
See invisibility
Silence
Spider Climb
Suggestion
Tasha's Mind Whip
Warding Bond
Zone of Truth

3RD LEVEL

Aura of Vitality
Beacon of Hope
Bestow Curse
Blink
Call Lightning
Clarivoyance
Counterspell
Daylight
Dispel Magic
Enlarge/Reduce
Fast Friends
Fly
Glyph of Warding
Haste

Hypnotic Pattern
Magic Circle
Major Image
Mass Healing Word
Moonbeam
Protection from Energy
Remove Curse
Revivify
Sending
Slow
Speak with Dead
Speak with Plants
Spirit Guardians
Tongues
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Blight
Charm Monster
Confusion
Control Water
Dimension Door
Divination
Dominate Beast
Guardian of Faith
Hallucinatory Terrain
Leomund's Secret Chest
Locate Creature
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Polymorph
Stone Shape

5TH LEVEL

Commune
Commune with Nature
Contact Other Plane
Dispel Evil and Good
Dominate Person
Dream
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Planar Binding
Raise Dead
Rary's Telepathic Bond
Scrying
Seeming
Skill Empowerment

6TH LEVEL

Arcane Gate
Chain Lightning
Contingency
Create Undead
Find the Path
Forbiddance
Guards and Wards
Harm
Heal
Planar Ally
Programmed Illusion
Sunbeam
True Seeing
Word of Recall

7TH LEVEL

Create Magen
Divine Word
Dream of the Blue Veil
Etherealness
Fire Storm
Mirage Arcane
Mordenkainen's Magnificent Mansion
Plane Shift
Resurrection
Reverse Gravity
Sequester
Symbol
Teleport

8TH LEVEL

Antimagic Field
Control Weather
Demiplane
Dominate Monster
Holy Aura
Maddening Darkness
Maze
Mind Blank
Power Word Stun
Telepathy

9TH LEVEL

Astral Projection
Foresight
Gate
Imprisonment
Power Word Heal
Power Word Kill
Time Stop
True Polymorph
True Resurrection
Weird

Archivist by Drunken Yoda

THE ARCHIVIST

BY DRUNKEN YODA

An intelligence based caster for those who hunger knowledge and treasure. Use what you learn from many different places to create the ultimate strategy to defeat you enemies and win battles.

ART CREDITS

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